# BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images may include (but are not limited to):

- BLACK BORDERS
- TEXT CUT OFF AT TOP, BOTTOM OR SIDES
- FADED TEXT
- ILLEGIBLE TEXT
- SKEWED/SLANTED IMAGES
- COLORED PHOTOS
- BLACK OR VERY BLACK AND WHITE DARK PHOTOS
- GRAY SCALE DOCUMENTS

## IMAGES ARE BEST AVAILABLE COPY.

**As rescanning documents *will not* correct images, please do not report the images to the Image Problem Mailbox.**

## CLAIMS

What is claimed is:

1. A token for use in a cashless transaction involving an electronic device, the token comprising:

a token body having a coin shape;

a digital circuit embedded within the token body;

a memory embedded within the token body and coupled to the digital circuit; and

an input/output interface embedded within the token body and coupled to the digital circuit that enables the digital circuit to communicate with the electronic device.

2. The token of claim 1, wherein the digital circuit includes a processor.

3. The token of claim 1, wherein the digital circuit includes a logic circuit.

4. The token of claim 1, further comprising a user interface that enables a user to access information stored in the memory.

5. The token of claim 4, wherein the user interface includes a display that displays a subset of the information stored in the memory.

6. The token of claim 4, wherein the user interface includes a keypad that enables the user to send commands to the digital circuit.

7. The token of claim 1, wherein the token body is at least partially made of metal.

8. The token of claim 1, wherein the token body is generally disk-shaped.

9. The token of claim 1, wherein the token body has a generally polygonal form.

10. The token of claim 1, wherein the digital circuit is adapted to store biometric information uniquely associated with a user in the memory.

11. The token of claim 1, wherein the digital circuit is adapted to store security information uniquely associated with a user in the memory.

12. The token of claim 1, wherein the digital circuit is adapted to encrypt communications sent to the electronic device.

13. The token of claim 1, wherein the digital circuit is adapted to store monetary information in the memory.

14. The token of claim 13, wherein the monetary information includes an account balance associated with a user.

15. The token of claim 1, wherein the input/output interface includes an antenna embedded within the token body.

16. The token of claim 1, wherein the input/output interface includes a plurality of contacts on a surface of the token body.

17. A method of conducting a cashless transaction for use with a coin-shaped token having a memory and an input/output interface, each embedded within the coin-shaped token, the method comprising the steps of:

using an electronic device to interrogate the coin-shaped token for information stored in the memory;

determining whether the cashless transaction can be completed based on the information stored in the memory; and

updating the information stored in the memory based on the cashless transaction.

18. The method of claim 17, further comprising the steps of depositing the coin-shaped token in a coin slot of the electronic device and discharging the coin-shaped token from the electronic device.

19. The method of claim 18, wherein the step of depositing the coin-shaped token in the coin slot of the electronic device includes the step of depositing the coin-shaped token in a casino gaming device.

20. The method of claim 18, wherein the step of discharging the coin-shaped token from the electronic device includes the step discharging the coin-shaped token into a coin tray of the electronic device.

21. The method of claim 17, wherein the step of updating the information stored in the memory based on the cashless transaction includes the step of changing a monetary value stored in the memory of the coin-shaped token.

22. The method of claim 17, wherein the step of determining whether the cashless transaction can be completed based on the information stored in the memory includes the steps of receiving an input associated with a user and comparing the input associated with the user to security information stored in the memory.

23. The method of claim 22, wherein the step of receiving the input associated with the user includes the step of receiving a personal identification number.

24. The method of claim 22, wherein the step of receiving the input from the user includes the step of receiving biometric information associated with the user.

25. The method of claim 17, wherein the step of using the electronic device to interrogate the token for information stored in the memory includes the steps of electrically contacting a surface of the token and sending signals to the input/output interface through the contacted surface.

26. The method of claim 17, wherein the step of using the electronic device to interrogate the token for information stored in the memory includes the step of transmitting electromagnetic signals to an antenna embedded within the coin-shaped token.

27. A gaming device for use in a cashless transaction system having a coin-shaped token with a memory, a processor, and an input/output interface, each embedded within the coin-shaped token, the gaming device comprising:

a computer readable medium;

a plurality of routines stored on the computer readable medium and adapted to be executed by the processor, wherein the plurality of routines comprises:

a first routine that is adapted to interrogate the coin-shaped token for information stored in the memory;

a second routine that is adapted to determine whether the cashless transaction can be completed based on the information stored in the memory; and

a third routine that is adapted to update the information stored in the memory based on the cashless transaction.

28. The gaming device of claim 27, wherein the third routine is further adapted to change a monetary value stored in the memory of the coin-shaped token.

29. The gaming device of claim 27, wherein the second routine is further adapted to receive an input associated with a user and to compare the input associated with the user to security information stored in the memory.

30. The gaming device of claim 29, wherein the second routine is further adapted to receive a personal identification number.

31. The gaming device of claim 29, wherein the second routine is further adapted to receive biometric information associated with the user.

32. The gaming device of claim 27, wherein the first routine is further adapted to send signals to the input/output interface.

33. The gaming device of claim 27, wherein the first routine is further adapted to transmit electromagnetic signals to an antenna embedded within the coin-shaped token.

34. A token for use in a cashless transaction involving an electronic device, the token comprising:

a token body having a disk shape;

a memory embedded within the token body

a digital circuit including a processor embedded within the token body and coupled to the memory, wherein the digital circuit is adapted to store monetary information and security information associated with a particular user in the memory; and

an input/output interface embedded within the token body and coupled to the digital circuit that enables the digital circuit to communicate with the electronic device.

35. The token of claim 34, further comprising a user interface having a display and a keypad that enables a user to access and display the monetary information stored in the memory.